

## **AMENDMENTS TO SPECIFICATION**

**Please replace the TITLE with the following TITLE:**

~~System and Method for Performing Ephemeral Garbage Collection on a Large Heap~~  
Using a Tracking Mechanism on a Card Table to Determine Marked Bundles

**Please replace paragraph [0017] with the following amended paragraph:**

[0017] Briefly, the present system and method minimize the overhead required in implementing bundle and card marking in ephemeral garbage collection. This is achieved by utilizing a memory management feature known as “write-watch” that is responsible for tracking modifications to specified memory locations. The “write-watch” information is used by the ephemeral garbage collection process to determine which bundles in the older generations have objects that need to be collected. The “write-watch” mechanism tracks the first access to a specified memory locations and does not track subsequent accesses to the ~~same specified~~ memory locations. As will be described in detail below, the present ephemeral garbage collection process allows the program to execute more efficiently without adding unnecessary overhead. These and other advantages will become clear after reading the following detailed description.